

EDUMICATION!

Each player plays a new teacher starting their first day of teaching.

- ✓ On note cards, write down **ENGLISH, MATH, HISTORY, ART, BAND, CHOIR, BIOLOGY, CHEMISTRY, FOREIGN LANGUAGE, OTHER**, one per card.
- ✓ Draw randomly until all players have a subject.
- ✓ Players give their character a name & say what subject they teach.
- ✓ Each player receives ten **ENTHUSIASM** tokens.

OBJECT OF THE GAME: Survive three years (turns) without losing **ENTHUSIASM**.

Youngest player starts.

Player to the left of the current player must describe a situation that would cause the loss of enthusiasm for teaching (sociopathic principal; out of control class; long hours, low pay; helicopter parents etc).

Current player must then describe how they will remain enthused regardless (fun lesson plan; technological help; teacher's aide, alcohol etc...)

All other players vote on probability of plan's success.

Player loses one token/no vote, adds one/yes, +/- one if a majority yes/no.

Continue until all have played once.

SUMMER BREAK: 1st year: get two tokens back; 2nd: none; 3rd, subtract one.

After break of third year, if player has at least **SIX** tokens, they attain **TENURE**. If not, they **QUIT**, never to teach again....